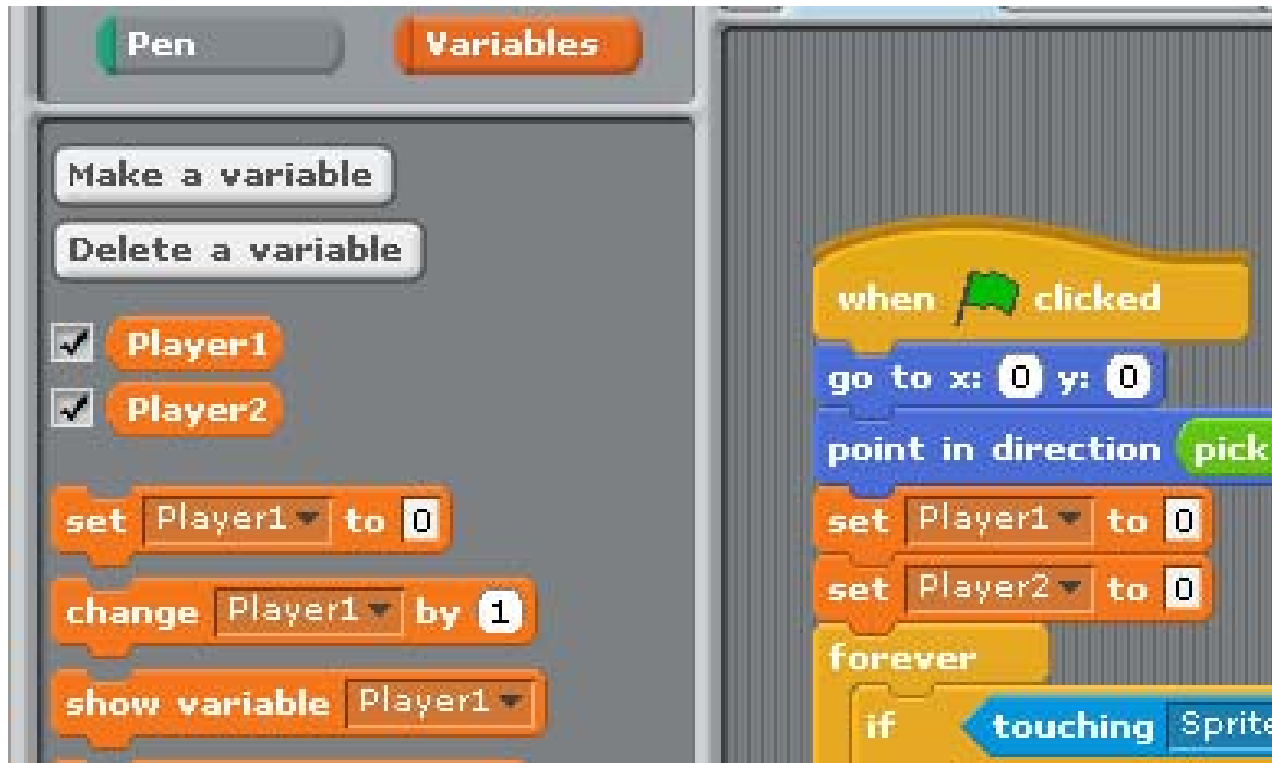
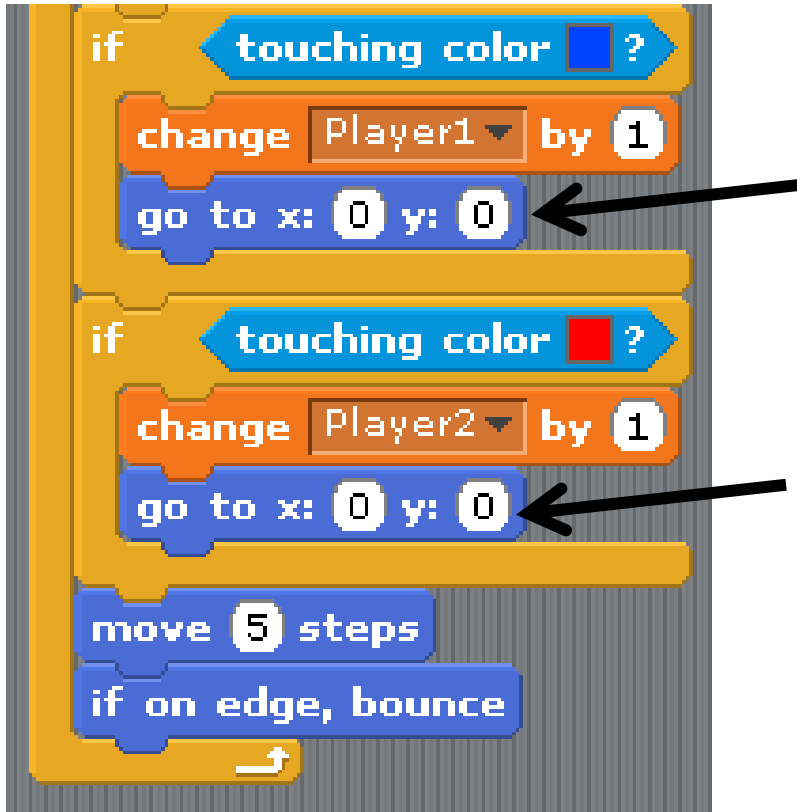


Improvement #1 Re-setting the scores



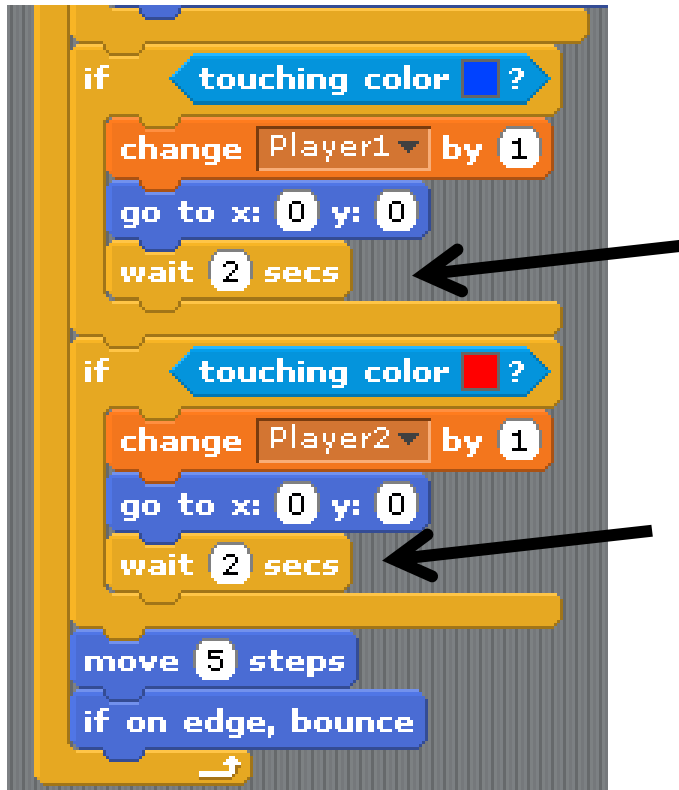
1. Use the **set variable** command to re-set the scores to zero each time the game is stopped and started again.
2. Don't forget to test it.

Improvement #2 Re-positioning the ball



1. After a point has been scored the ball should be returned to the centre of the screen.
2. Use the **go to** motion script adjustments above to create this.

Improvement #3 Adding a pause



1. Adding a delay gives the players time to re-position their paddles for the next point.
2. Use the **wait** control script adjustments above to create this.

Improvement #4 Changing direction



Check that you have set the direction for the correct player.

1. Adding a delay gives the players time to re-position their paddles for the next point.
2. Use the **point in direction** motion script and **pick random** operator.